Sanya Gupta

Game Developer (Unity & C#)

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Summary

A creative and technically skilled Game Developer with 6 years of experience in the Unity engine. Specializes in gameplay programming, game physics, AI, and performance optimization for mobile and PC platforms. Passionate about bringing engaging and polished gaming experiences to life through clean, efficient C# code.

Technical Skills

- **Game Engine:** Unity (2D & 3D)
- **Programming:** C#, Python
- **Platforms:** Mobile (iOS, Android), PC (Windows, macOS)
- **Unity Specialties:** URP/HDRP, Shader Graph, DOTS/ECS, Unity Physics, UI Toolkit
- **Tools:** Git, Perforce, Blender, Photoshop
- **APIs:** Steamworks, Google Play Services

Professional Experience

Senior Game Developer | PixelPlay Studios | Pune, India *(Jun 2020 - Present)*

- Led the gameplay programming for a successful mobile action game with over 1 million downloads.
- Designed and implemented core game mechanics, including character controllers, combat systems, and enemy AI using behavior trees.
- Heavily optimized game performance for a wide range of mobile devices, increasing the average frame rate by 40%.
- Developed custom editor tools in Unity to accelerate level design and content creation workflows for the art team.

Junior Game Programmer | Indie Game Co. | Bangalore, India *(Jul 2018 - May 2020)*

- Implemented UI features, player inventory systems, and gameplay logic for a 2D platformer.
- Collaborated with designers and artists to prototype and iterate on new game ideas.
- Fixed bugs and provided ongoing support for released titles.

Projects

Physics-Based Puzzle Game

- Developed and released a solo project on the Google Play Store, a 3D puzzle game built in Unity that leverages complex physics interactions.

Education

Bachelor of Technology in Computer Science *Indian Institute of Technology (IIT), Bombay* | Mumbai, India *(2014 - 2018)*